



Volume V, #32

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



13 Aug 97

AVALONCON ATTENDED!

Yes, your intrepid editor made the 16 hr solo drives up to and back from DC to meet up with Paul Saunders to attend AvalonCon VII. Finished 8th in CIRCUS MAXIMUS again. Got eliminated in the qualifying heats of NAVAL WAR and WIZARD'S GUEST by the eventual winners, won two games of WAR AT SEA, did reasonably well at RAIL BARON, MERCHANT OF VENUS, SLAPSHOT, and PRINCESS RYAN'S STAR MARINES, and was thoroughly trounced at TITAN: THE ARENA, GANGSTERS, & DECATHALON. Managed to get a two-epoch pick-up game of AGE OF RENAISSANCE in the first night too.

With both "Achilleus" (if Ma Osborne gets her orders in sooner than later) and BRITANNIA about to finish, it's last call for AGE OF RENAISSANCE. I think I have enough for one section, but Bergender Sr & Jr want to play, and with the "secret" cards, I don't think I can send both results to a single e-mail address. Answer: a second section!

NOTICE: The fall semester will have started by the next deadline. I'll probably be teaching 3+ hr sessions on Tuesdays and Thursdays and could be taking a 3 hr course on Wednesdays. This means the next issue will have to be essentially finished by Monday night. This, in turn, means I can't be waiting until Wednesday (like this month) for orders to trickle in. Bust the next deadline at your own peril.

STANDBY ALERT: We have possible openings for the following positions:

"Boris X": France (Marcel has first dibs since he was the original France in "X")

ADV CIV: Illyria

DWTK: Knight Michael

1830: Farrow (send orders to Mark Frueh)

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "We're not here to have fun--we're here to game!"
--anonymous RAIL BARON player at AvalonCon. Day 1

WORLD DIPCON VIII will be held in conjunction with DIXIECON XII in Chapel Hill, NC on 22-24 May 98. Contact David Hood at 2905 20th St NE, Hickory, NC 20681 (david_hood@wslink.com). Hey, Ron! Want to share a room?

Conrad von Metske (address on p.19) is looking for some DIP players to fill out some sections. Regular, gunboat, and Black Hole DIP and RAILWAY RIVALS are what's planned.

The latest (and perhaps last) Runestone Poll is out. Chris Hassler's *S.O.B.* won best 'sine, Doug "Whining Pig" Kent won best GM, and Pitt Crandlemire's (BALKAN WAR VI, CIRCUS MAXIMUS) *The Pragmatic Iconoclast* (appearing in Jamie McQuinn's *Crossing the Rubicon*) won best sub-sine. This may be the last RP since Eric & Claire Brosius have decided not to run it anymore due to the low (56) participation. Someone else may pick up the ball, it is hoped. Boris didn't place due to insufficient votes (under 10).

John Butitta has changed e-address to docjob@execpc.com.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Mark Frueh for his 1830 Press.

This month's Ms Nar Super-Sunday Bomb is lobbed at Debbie Osborne, for two NMRs and delay of two other games.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR ALL GAMES IS NOON (CDT) 6 SEP 97



GRIM TIMES FOR ENGLAND, ITALY! French Elections Loom



Spring 1909

1996G

ERRATA: France ordered A Bre S A Par. German [A Sil-Gal] failed.

MINAS MOROUL: Germany can complete the capture of the British homeland while Italy needs a miraculous combination of Turkish brain farts and German aid to regain NAP or VEN respectively. The French seem oblivious to the carnage around them as they squabble amongst themselves in national elections. Madame Osebourne's Wine & Cheese Party is ahead in the polls, but who knows what the news from TUN will do to the electorate, which is slowly realizing that there is no one else in the West for the Bosch to conquer but them.

TROOP MOVEMENTS

England disbands A NAP. France is NMR so doesn't build. Germany builds A MUN. Italy destroys F ROM. Turkey builds A CON.

ENG (Fisher): [F Bar-Nwy], F Wes-Mid, [A StP S F Bar-Nwy](r-???);
FRA (Deb Oseborne): NMR [F Tun H](r-???), A Par H, A Bre H, A Por H, F Spa(sc) H;
GER (Boyum): [F Nwy S RUS F Bot-StP(sc)], F Eng H, A Pru-Sil, A Tri-Pie, [A Bud-Rum](r-???), A Sil-Boh, A Lon-Yor, F Nth-Edi, F Swe-Bal, A Mun-Tri;
ITA (McCabe): [F Apu-Ven];
RUS (Anderson): A Mos-StP, A War H, F Bot S A Mos-StP;
TUR (York): F Nap-Rom, F Tyn S F Ion-Tun, F Ore-Ion, [A Rum S A Arm-Sev], A Tri S A Gal-Bud, F Adr S A Tri, [A Ven S F Nap-Rom], A Gal-Bud, F Ion-Tun, A Arm-Sev, A Con-Bul.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

English A STP must retreat otb or to FIN or LVN. French F TUN must retreat otb or to NAP or WES. German A BUD must retreat otb or to SER or VIE.

Due next time are retreats and orders for Fall 1909.

EMBASSY BEAT

GERMANY-FRANCE: I hope you made sensible moves to counter the Turkish peril.

GERMANY-ITALY: Hang on. We're coming!

GERMANY-RUSSIA: I hope you made sensible moves to counter the Turkish peril. I will order support for an attack of STP again next turn if you haven't made any anti-German moves this turn.

GERMANY-TURKEY: I must ask you to vacate Austria at once. We can live peacefully on the board if you'll be sensible and retreat on all fronts. Once you're safely back in Asia Minor we'll talk truce. I must ask you to begin withdrawal at once.

SCAPA FLOW- First Sea Lord Sir Ronald spoke to the Home Fleet in this dire time for England. "With the invasion of London by units of the German Army England must accept that the Hun intends to do the dirty work for the evil Sultan. In conjunction with the observation of co-operation between the Germans and the Turkish Toady (the nation formally known as Russia), the demise of Italy and the confusing activities of the French, England provides a thin red line between civilization and darkness for Europe. Thus the Army in North Africa has embarked on the new Mediterranean Fleet and must be recalled to the British Isles--it is doubtful Italy and France will be able to stand against the Turk but the British population must be protected. The Northern Fleet will continue to support the Army in St. Petersburg until an accord can be reached with Russia--I'm hopeful reason will prevail though it is my personal observation that the government in Russia could not pour water out of a boat if it had a hole in the toe and instructions on the heel. The Tsar must be able to see that the Turk will be turning north to envelope the German forces as soon as the Sultan disposes of the Italians and chases the French out of Africa and he'll be squealing like a rat in a blender for help soon enough but will anyone be left to help? I call on all of England's brave souls to stand firm and battle on.



ENGLAND INVADED! AUSTRIA EXILED!

X1
1997D

Spring 1903

ERRATA: Germany controls HOL and gets a built

MIRKWOOD: Even as Austria was being expelled from her homeland by the Tearist armies, French troops 'liberated' WAL from centuries of English oppression'. Italy appears to be consolidating her grip on the central Med. Turkey frantically scrambles to regain lost time and Germany masses her armies for a sweep westward. It's getting hard to tell who's about to do what to whom.

TROOP MOVEMENTS

Turkey retreats A BUL-CON. England builds F LON. France builds A MAR. Germany builds A KIE. Turkey disbands A ANK.

AUSTRIA (Boyum): [A Bul-Gre], [A Bud-Vie](r-???), [F Gre-Aeg];

ENGLAND (Anderson): [A Swe S F Nwy], [F Nwy S A Swe], F Ska-Den, F Nth S F Ska-Den, [F Lon-Eng];

FRANCE (Martinson): A Bre-Wal, A Bur-Pic, F Eng C A Bre-Wal, A Bel H, A Par S A Mar-Bur;

GERMANY (Gunar): [A Den H](u,r-???), A Mun S A Kie-Ruh, A Hol S A Kie-Ruh, A Boh-Sil, A Kie-Ruh;

ITALY (Wilson): F Tun-Ion, A Ven-Tri, A Tri S A Ven-Tri, F Ion-Adr, F Tyn S F Tun-Ion;

RUSSIA (Gorham): [A Fin-Swe], A Vie S A Gal-Bud, [F Rum-Bul(ec)], [A StP-Nwy], [A Sev H], A Gal-Bud;

TURKEY (Goranson): [A Con-Bul], [F Aeg S A Con-Bul], F Eas S F Aeg.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Austrian A BUD must retreat otb or to SER. German A DEN must retreat otb or to KIE.

Due next time are retreat and orders for Fall 1903

EMBASSY BEAT

CONSTANTINOPLE: The Grand Vizier stormed into the Imperial Bedchamber, kicking down the heavy oaken doors (and not slightly injuring his foot in doing so). The Sultan was there, unconscious and alone. He was in the midst of sleeping off a six month hangover. The Vizier grabbed him by the front of his shirt, shaking him furiously. "You pathetic, drunken sot!!!!!! Do you know what you have done???" The Sultan, still groggy, stumbled to consciousness mumbling incoherently. "The forward army defeated because of lack of orders!!! Our reserves gone!!! And who is that in with you? Not another one of your pathetic wenches again?" The Vizier stripped off the covers and was shocked for the first time in his life. It was the Tsar, in a similar state of inebriation. Disgusted, the Vizier walked out and headed towards the military complex at the south wing of the palace. Seeing the General Chief of Staff, he said very carefully, "General, His Majesty and the Tsar are permanently indisposed. From now on, you shall take your orders from me. Now here is what we do about those pathetic Russians.

FRANCE to All: It is truly the will of God (or luck) that I got BEL.



BALKAN WARS VI Rules Clarified!



Pre-Winter 1909/10

Phil McCabe has pointed out that there are 8 neutral centers despite what the rules say. I have been castigated by both Wilsons for misinterpreting the start up sequence. Seems that building the "choice" units is done with the Spring 1910 orders. To clarify the matter, let me rewrite two of the rules.

- There are 27 supply centers (19 home, 8 neutral). Victory criterion is 14 centers.
- There will be no "separation of seasons". Winter build/tear orders will be submitted with Spring orders. This is true even with the "choice" starting units so that the first set of orders will cover Winter 1909/10 and Spring 1910.

Due next time are Winter "choice" builds and orders for Spring 1910. The assignments and units are:

ALB (K Wilson): ? Tirana, ? Montenegro, ? Valona
 BUL (Crandemire): A Sofia, F Varna, A Plvdiv, ? Thrace
 GRE (B Wilson): ? Athens, A Salonika, F Sparta
 RUM (Carbonneau): A Bucharest, A Galati, F Constanta
 SER (McCabe): A Belgrade, A Niah, A Skopje
 TUR (Fisher): A Constantinople, F Ismit, F Smyrna

ACHILLEUS -- continued from p 5

114 + C(1x2) + c(3) + M(1x2 + 4) + S(1) + China(D=6) + India(P=3) + S Eur(P=2) + N Eur(D=8) + SE Asia(P=2) = 147.

\$<QRF (SP/VP): A(58/162), G(72/214), R(73/188), P(74/231), B(76/180), O(76/147).

EPOCH VIII

Azure held. Green passed to Purple. Red passed to Green. Purple passed to Orange. Black was NMR so held. Orange had to pass to Red.

Due next time will be your orders for Epoch VIII. You are _____.

FA\$<S7S (O): Roll 2,3; take "Leader". Play 1A.C @ LRh (-1RVII.c), 1A @ WGa(4,3,3,4,1; 6,6,2,3,2 -1GVII.c), 3A @ Hig(3,3,1,5+1,5; 6,4,4,5+1,1; 6,4,2,6+1,5; 5,3,1,3+1,2 -2OVIII,1RVII.c), 1A @ Ire(6,5,4,1; 6,4,1,5 -2PIII), SA @ Sea(4,5,1,4,3; 2,1,1,5,3; 4,2,1,6,1; 5,5,2,5,3; 5,3,2,5,2; 6,3,3,4,4 -2OVIII,1AV), 1F @ Nth. Score: 147 + C(2x2) + c(3) + M(1x2 + 5) + S(1) + China(D=6) + India(P=2) + S Eur(P=2) + N Eur(C=12) + SE Asia(P=2) = 186.

IMPERIAL JAPAN: No show.

<QMMHNS7S (A): Roll 3,3; take "Leader". Play 1A @ NEP (2BVII r-???, 1BVII r-???, ...

\$<QRF (SP/VP): A(78/162+), G(72+/214+), R(73+/188+), P(74+/231+), B(76+/180+), O(86/186).

THE BOARD:

AIII: Cau, EAu; AIV: Cey, QPC(GM), Hon(C), Kor, Man, Sum; AV: Sha(PM), Sib;
 AVI: Bra, NAN(c), Pat, SAN, Wlb(C,AM, Science), Wln; AVII: App(C), Dee, Mex(c), PSb.
 BIII: Gol(c,f); BIV: Irr, WSt; BV: Dal, NAp(f), SAp(PM); BVI: CAm(c), GLa(2), GPI,
 Pyr(C); BVII: Dnt, Est, Mon, NEP(3,C, Architecture),
 GI: CAf, EAf; GIV: Lib, Nil(AM), Nub, Pal; GVII: Con, EDc(AM), EQh, SAr, WDe
 OIV: Dan, Mal(c,f); OV: Che, Sze(c), Tar(PM), Wei(GM), Yen, Yel.
 OVII: Alb(c, AM), BSb(C,OM), CEu(GM), CMA, NGA(AM), WGH.
 OVIII: Hig, Ire(2), LRh(C), Sca, WGa
 PII: Gus; PIII: Cre(2,c,f), Mor, Ptn(2); PIV: Mek(2,C,f), SiK, UNi; PV: MTi(PM);
 PVI: OaD(RM), GaV(C,PM), Hin, Lin(RM), PPI(OM), PSD(c), Tur(c,OM), Uln(BM), Zag(BM);
 PVII: Ara(c,GM), Aus, Mad, NGu.
 RIV: Bal(3,C,RM); RV: Ein; RVI: Lev(AM), UTi(RM), WAn(C,RM); RVII: Hok(2,OM).
 WI: LTI(2,C,F).
 Fleets: AtI(ABGPR), Bla(B), BoB(P), EMS(2R), Ind(AGOPR), Nth(2O), Pac(APR), Red(C),
 SCS(R), SoJ(A), WMS(A).

PRESS:

Amsterdam Times: Dutch discover and colonize wonderful world "down under" -- American invasion attempt successfully defeated! Yankee go home!



ACHILLEUS EPOCHS VII & VIII

1990-1990 A.D.



THE CAST:

Dan Farrow:
Debbie Osborne:
Paul Zieske:

Red
Azure
Purple

Kevin Wilson:
John Bryden:
Dave Anderson:

Green
Black
Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play 1F in either Atl or Pac as well as Car), and Epoch VIII.

THE BOARD:

AI11: Alb(3, AM), Cau, EAn; AIV: Cey, EDe(C, AM), Sum; AV: Sea, Sha(PM), Slb;
AVI: Bra, Con, NAn(c), Pat, SAF, SAn, Wlb(C, AM, Science), WIn;
BI11: Gol(c, f), WGa; BIV: Irr, WSt;
BV: CEu(C, f), CMa, Dal, NAp(f), NGa(c, AM), SAp(PM);
BVI: App, CAm(c), Dee, GLa, OPl, Mex(c), PSb, Pyr(C);
BVII: BSb, Dni, Est, LRh, Mon, NEP(C, Architecture);
GI: CAF, EAF; GIV: Lib, Nil(AM), Nub(GM), Pal; GV: WDe.
OIV: Dan, Mal(c, f);
OV: Che, GPC(GM), Hok(c, OM), Hon, Man, Sze(c), Tar(PM), Wei(GM), Yan, Yel.
PII: Qui; PIII: Cre(2, c, f), Ire(2), Mor, Pin(2, c, f, BM);
PIV: Mek(2, C, f), SiK, UNi; PV: MTI(PM);
PVI: GaD(RM), GaV(C, PM), Hin, Lin(RM), PPI(OM), PSD(c), Tur(c, OM), UIn(BM), Zag(BM);
RIV: Bal(3, C, RM), Hig(c, f); RV: Eln; RVI: Lev(AM), UTi(RM), WAn(C, RM) Wt: LTI(2, C, F).
Fleets: AtI(AB), Bla(B), BoB(P), EMS(2R), Ind(A), Nth(P), Red(O), SCS(R), SoJ(O),
WMS(A).
Vacant: Ara(C, OM), Aus, EGh(c), Kor, Mad, NGu, WGH

SCORE (SP/VP): A(48+/118+), G(52+/181+), R(58+/138+), P(74/178+), B(76/140+),
O(66+/114+).

EPOCH VII (CONTINUED)

NETHERLANDS (P): Play "Disaster on Land" @ Nub (-GM). Play 1A.C @ LRh (1BVII r-BSb),
1F @ Atl, Ind, & Pac; 1A @ Mad, Ara (-C +c), Aus, NGu. Score: 178 + C(3x2) + c(5) + M(2x2
+7) + S(2) + MidE(D=2) + N Afr(P=1) + China(P=3) + India(D=6) + S Eur(P=2) + N Eur(P=4)
+ SE Asia(P=2) + Eurasia(P=2) + S Amer(P=2) + SS Afr(P=2) + Australia(C=3) = 231.

FRANCE (R): Play "Disaster at Sea" @ SoJ (-1OF) and "Naval Supremacy". Play 1A.C @ WGa
(-1BIII), 2A @ NGa (2,3 5,3:3 -1RVII, 1BV,c), 1A @ LRh (6,6:3 -1PVII,C +c), 1F @ Atl, Pac,
SoJ, 1A @ Kor, 1A @ Hon (4,3:3 -1OV), 1A @ Hok (6,4:4 -1OV,c), 1A @ Man (6,2:2), 1F @ Ind,
1A @ EGh (-c), 1A @ GPC (6,1:5,5 -1OV), 1A @ Wlb (2,1:5,1 -1RVII). Score: 138 + C(3x2)
+ c(2) + M(3x2 +4) + S(3) + Mid E(P=1) + China(P=3) + India(P=3) + S Eur(P=2) + N Eur(D=8)
+ SE Asia(P=2) + Eurasia(P=2) + Nip(C=6).

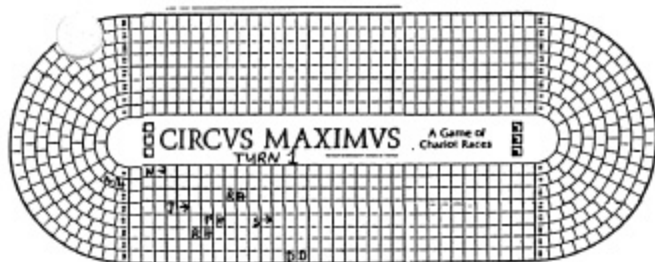
BRITAIN (G): Play "Disaster by Sea" @ Pin (-c, f, BM). Play "Rebellion" @ GPC (3,2:5 no).
1A.C @ Alb (-3AIII), 1F @ Nth (6,1:2 -1PF), 1F @ Atl & Ind, 2A @ NGa (3,1:5; 3,2:1
-1GVII, 1RVII), 2A @ WGa (2,2:5; 3,2:2 -1GVII, RVII, C +c), 1A.GM @ CEu (3,2:1+1.1 -1BV,f, C
+c), 3A @ Con (2,1:6,4; 3,2:6,2; 4,2:4,1; 6,5:2,1 -2GVII, 1AVI), 2A.GM @ SAF (2,1:6; 5,3:2
-1GVII, 1AVI), 1A @ WDe (-1GV), 1A @ EGh (6,4:3,3 -1RVII), 3A @ EDe (3,1:6; 4,2:6; 5,1:4
-2GVII, 1AVI, C +c), 1A @ UIn (4,1:5 -1GVII). Score: 181 + C(1x2) + c(3) + M(2x2 +4) + S(2)
+ Mid E(P=1) + NAfr(D=2) + India(P=3) + N Eur(D=8) + SS Afr(D=4) = 214.

JAPAN (AIV): Play 1A.C @ Hon (1RVII r-Hok), 1F @ SoJ (5,1:1 -1RF), 2A @ Kor (1,1:5; 5,4:2
-1AIV, 1RVII), 1A @ Man (5,4:1 -1RVII).

USA (A): Play "Rebellion" @ GPC (5,5:1 -1RVII, +1AIV). Play 1A.C @ App (1BVI r-GLa), 1F @
Car, 1A @ Dee (6,5:3 -1BVI), 4A @ PSb (6,4:6,1; 4,2:4,2; 2,2:3,2; 2,1:6,6; 3,3:6,3; 6,3:4,4
-3AVII, 1BVI, 1A @ Mex (5,5:3,1 -1BVI,c), 1F @ Pac, 2A @ Aus (2,1:5,4; 3,1:6,4). Score: 118 +
C(3x2) + c(1) + M(1x2 +2) + S(3) + Mid E(P=1) + Science(2) + N Afr(P=1) + China(P=3) +
India(P=3) + S Eur(P=2) + N Eur(P=4) + SE Asia(P=2) + Eurasia(P=2) + N Amer(D=6) + S
Amer(D=4) + Nippon(C=4) = 164.

GERMANY (O): Play 1A.C, OM @ BSb(2 BVII r-NEP), 1F @ Nth (6,2:3 -1GF). Play "Treachery"
in Alb (-1GVII,C +c), 1A @ CEu (4,3:2 -1GVII,c), 2A @ NGa (3,3:5; 6,2:5 -1OVII, 1GVII), 1F
Atl, 1F Pac, 1A @ WOh, 1A @ CMa (6,5:4 -1BV). Play "Engineering" (+1F @ Alb). Score:

---continued on p 4



They're Off!

OPP'S	COLOR	DRIVER (CDN/DN)	CART	WHEELS	TEAM	END	SPEED	P/E
4-1	Red	Ralsdre Al-Ghul (+2/8)	L	0/0	7536	36	23	0/0
4-1	Brown	Notasulgus (+1/7)	H	0/0	6435	30	19	0/0
6-1	Black	Josephis (+2/10)	M	0/0	5434	43	18	0/0
6-1	Blue	Sartorius (+2/10)	L	0/0	6445	49	21	0/0
7-1	Purple	Roman Holiday (+1/8)	L	0/0	6435	43	19	0/0
12-1	White	Flippus Maximus (+1/8)	M	0/0	5445	48	19	0/0
22-1	Green	Davidus Dumbitus (+0/7)	L	0/0	7436	65	20	0/0
247-1	Yellow	Won Hung Lo (+2/8)	H	0/0	5325	21	17	0/0

Faction	DD	FM	J	N	RAG	RH	S	WHL	Cash
Andersonius	600				500				8900
Coronus		1000		1000	1000		1000	100	5900
Crandlemirius					2900	3000			4100
Frylingius		1000							9000
Nastius				5000					5000
Piscator	500		4000		500	500	500		4000
Saundersius					100				9900
Zieskius							2500		7500

Because of the late entries of Notasulgus and F Maximus and the default bet of Saundersius, the betting booths will remain open one more turn for bets to be placed on N and FM. Players may also increase the bets on their own chariot. Odds will be recomputed to give the official odds.

NOTE: Last game we used "out" and "in" to indicate a lane change 90 degrees from the flow. We now bow to the rules. "Out" will be 1 square forward, 1 square out (cost 1 MP); "In" will be 1 square forward, 1 square in (cost 2 MP).

Turn 1: (negative whips are start-up movement loss rolls)

JOSEPHIS: 18 whip (+2-3: -2 END) = 17. Ahead 6, out 1, ahead 10.

WON HUNG LO: 17 whip (+2-6: -2 END) = 13. Ahead 13.

FLIPPUS MAXIMUS: 19 whip (+1-1: -1 END) = 19. Ahead 13, out 1, ahead 5.

SARTORIUS: 21 whip (+6-4: -6 END) = 23. Ahead 14, out 1, ahead 6, in

ROMAN HOLIDAY: 19, no whip (-3) = 16. Ahead 12, in 2.

RAISDRE AL-GHUL: 23 whip (+4-5: -4 END) = 22. Ahead 10, in 3, ahead

DAVIDUS DUMBITUS: 20 whip (+5-2: -5 END) = 23. Ahead 22, out 1.

NOTASULGUS: 19, no whip (-2) = 17. Ahead 17.

Due next time are orders for Turn 2. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. You should also submit orders for Won Hung Lo. One set will be randomly chosen and used.

STELLAR CONQUEST

JAMES T. KIRK--Due next time are orders for Combat 31, and any revisions to Movement 32.

WILLIAM T. RIKER--Coming to a corner of a galaxy near you! Sign up now!

DOWN WITH THE KING

THOMAS SHOT!!

Turns II/12



The Cast (in Turn II movement order):

Sir Richard (#14): 37/24 PP, 9 IP, 12C, #41(H), #13(H), #46
 Duchess Elizabeth (#62): 18/28 PP, 29 IP, 13C, #66(H, Ba), #55, #52, #56, #83, #51, #46
 Knight Michael (#15): 15/1 PP, 0 IP, 15C: #36, #35(H), #24, #25
 Baroness Mary (#64): 15/2 PP, 0 IP, 15C: #34, #21(H), #44
 Marquise Ruth (#63, MC): 18/33 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #23, #65, #11, #43, K Thomas II

The Cabinet:

Monarch: King Thomas II (70 Sup. Ru)	Consort: <Vacant>
Navy: Sir James (#22, Ru)	High Minister: Lord Percival (#41, Ri)
State: Duke Marley (#44, Ma)	Army: Duke Roland (#42, Ru)
Trade: Knight William (#26)	Justice: Earl Duncan (#34, Ma)
Epain: Sir Drew (#11)	Besyzan: Earl Maxwell (#32, Ru)
Sandarkan: Sir Charles (#24)	Cronos: Knight Dale (#25, Ru)
City States: Sir Malcolm (#13, Ri)	Treasury: Duke Henry (#43, Ru)

ROYAL DEATHS: Alfred, Almetry, Catherine, Phillip, George, John, Alan

Turn 11

3. POLITICAL PROBLEMS:

Economic Crisis: Duke Henry: 2 -1 (Monarch) -1 (Trade) = 0. Solved, +10 to Monarch's Support Value (MSV)
 Foreign War: Duke Roland: 5 -1 (Monarch) -1 (General) = 3. Solved, +10 to MSV (now 90).

4. CROWN EVENT: Court Ball (reported last issue). +5 MSV

5. PLAYER TURNS:

Sir Richard: Recruit #54 (4 PP). Play "Intrigue" chit, and use "Assassination" to have Lord Perceval attempt to kill King Tom (-1 drm). Results next month after all get a chance to play cards.
 Marquise Elizabeth: Recruit #31 (2 PP), gain 1 IP, roll on Fashion Table buying +1 drm with 2 IP: 9+2 = 11 = Regal +4 PP, +2 drm. Counsel Monarch concerning ???.
 Knight Michael: NMR. Gains 1 IP.
 Baroness Mary: Gain 1 IP, roll on Literary Pursuits Table: 7+2 = 9 = Good Poetic Skill, +2 PP. Play "Scandal" chit on Ruth. Roll on Scandal Table....
 Marquise Ruth: Gain 1 IP. Roll on Literary Pursuits Table, buying +1 drm (-2 IP): 5+1 = 6 = Businesslike +1 IP, +1 drm. Discard "Royal Alignment: Phillip."

Turn 12

1. **PLAYER ORDER:** Baroness Mary, Marquise Ruth, Knight Michael, Duchess Elizabeth, Sir Richard.
2. **OFFICE:** No vacancies (maybe High Minister).
3. **POLITICAL PROBLEMS:** None.
4. **CROWN EVENT:** Agriculture Crisis (Minister of Trade Duke Marley) +5 MSV

Due next are any modifications to the Assassination and Scandal rolls and to Marley's Crisis. Due also are your player orders for Turn 12. If the assassination succeeds, Ann will become NRC Monarch.

You drew _____ loyalty, _____ opportunity, _____ event.

Stats

Baroness Mary (#64): 15/4 PP, 1 IP, 15C: #34, #21, #44
 Marquise Ruth (#63, MC): 18/33 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #23, #65, #11, #43, K Thomas II
 Knight Michael (#15): 15/1 PP, 1 IP, 15C: #36, #35(H), #24, #25
 Duchess Elizabeth (#62): 20/30 PP, 28 IP, 13C, #66(H, Ba), #55, #52, #56, #83, #51, #46, #31
 Sir Richard (#14): 33/28 PP, 9 IP, 12C, #41(H), #13(H), #46, #54



??? IS ???

Trainwrecks R Us Hiatus



Correction Check: NYNH is at D 82, 1 share is in the pool.

PLAYER STATUS

Hanna \$51, 4-PRR(P), 6-NYC(P), 1-NYNH (Priority)
Chinnery \$51, 6-NYNH(P), 1-C&O, 1-PRR
Fisher \$35, SVNR, 6-Erie(P), 1-B&O, 1-PRR
Butitta \$18, 6-B&O(P), 1-NYNH, 1-C&O
Ringhoffer \$60, C&SL, 6-C&O(P), 1-B&O, 1-CPR
Farrow \$25, 2-CPR(P), 6-B&M(P)

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens	P.C.'s
NYNH	D 82	1	1	\$100	\$520	2-"3's	G19, F22 (0)	
NYC	A 82	0	4	\$100	\$602	"3"	E19, (3)	
Erie	D 76a	0	4	\$76	\$760	---	(3)	
B&M	D 76b	0	4	\$76	\$760	---	(2)	
B&O	F 75	2	-	---	\$40	"3" & "4"	H15, H16w (1)	
C&O	G 70	2	-	---	\$418	"4"	F6, (2)	
PRR	H 68	4	-	---	\$94	"4"	H12, H16 (2)	M&H, C&A
CPR	G 54	3	4	\$82	\$395	"3"	A19, F16 (2)	D&H

OR 6.1

Private Company Distributions: +\$5 Fisher, +\$10 Ringhoffer, +\$15 CPR, +\$45 PRR

NYNH - Upgrade G19 w/tile #54(sw) for \$80, run trains - G19-F20-F22 for \$100 and F22-F24-E23 for \$70, payout dividends! +\$102 Chinnery, +\$17 Hanna, +\$17 Butitta & +\$17 NYNH, stock moves to D 90, no train purchase, treasury = (\$520-\$80+\$17) = \$457

NYC - Upgrade F18 w/tile #26(ne), place token in H16 for \$40, run train - H15-H16-H18 for \$120, payout dividends! +\$72 Hanna, stock moves to A 90, purchase 1-"4" train for \$300, treasury = (\$602-\$40-\$300) = \$262

Erie - Place home token and tile #59 in E11(se) (token in se city), no train or run - stock falls to D 71, purchase 1-"5" train for \$450, treasury = (\$760-\$450) = \$310

PHASE CHANGE: Brown tiles available, private companies removed, 3 OR's next time, higher red province values, etc.

B&M - (standby orders used from Paul Bolduc) Upgrade and lay home token in E23 w/tile #53(w), no train or run - stock falls to D 71b, purchase "5" train for \$450, treasury = (\$760-\$450) = \$310

B&O - Upgrade H15 w/tile #61(sw), run trains - H16-H15-H19 for \$100 and H16-H15-J14-K13 for \$150, payout dividends! +\$150 Butitta, +\$25 Fisher, +\$25 Ringhoffer & +\$50 B&O, stock moves to F 80, no train purchase, treasury = (\$40+\$50) = \$90

C&O - Lay tile #57 in F4(nw) for \$80, run train - F2-F6-G7-F10 for \$120, withhold dividends! stock falls to G 59, purchase 1-"5" train for \$450, treasury = (\$413-\$80+\$120-\$450) = \$3

PRR - Upgrade H18 w/tile #65(ne), run train - G19n-G17-H15-H15 for \$160, payout dividends! +\$64 Hanna, +\$16 Chinnery, +\$16 Fisher, +\$64 PRR, stock moves to G 69b, no train purchase, treasury = (\$94+\$45+\$64) = \$203

CPR - Upgrade F18 w/tile #45(ne), run train - G19n-F16 for \$80, payout dividends! +\$16 Farrow, +\$8 Ringhoffer +\$24 CPR, stock moves to G 68, no train purchase, treasury = (\$395+\$15+\$24) = \$434

PLAYER STATUS

Hanna \$214, 4-PRR(P), 6-NYC(P), 1-NYNH (Priority)
Chinnery \$169, 6-NYNH(P), 1-C&O, 1-PRR
Fisher \$81, 6-Erie(P), 1-B&O, 1-PRR
Butitta \$185, 6-B&O(P), 1-NYNH, 1-C&O
Ringhoffer \$108, 6-C&O(P), 1-B&O, 1-CPR
Farrow (???) \$41, 2-CPR(P), 6-B&M(P)

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
NYNH	D 90	1	1	\$100	\$457	2-"3's	G19, F22 (0)
NYC	A 90	0	4	\$100	\$262	"3's & "4's	E19, H16(2)
B&O	F 80	2	-	---	\$ 90	"3's & "4's	I15, H18w (1)
Erie	D 71a	0	4	\$ 76	\$310	"5's	E11 (2)
B&M	D 71b	0	4	\$ 76	\$310	"5's	E23 (1)
C&O	G 69a	2	-	---	\$ 8	"4's & "5's	F6 (2)
PRR	G 69b	4	-	---	\$203	"4's	H12, H16 (2)
CPR	G 63	3	4	\$ 82	\$434	"3's	A19, F16 (2)

Trains Available: 66 DDDDDD

Tiles Available:

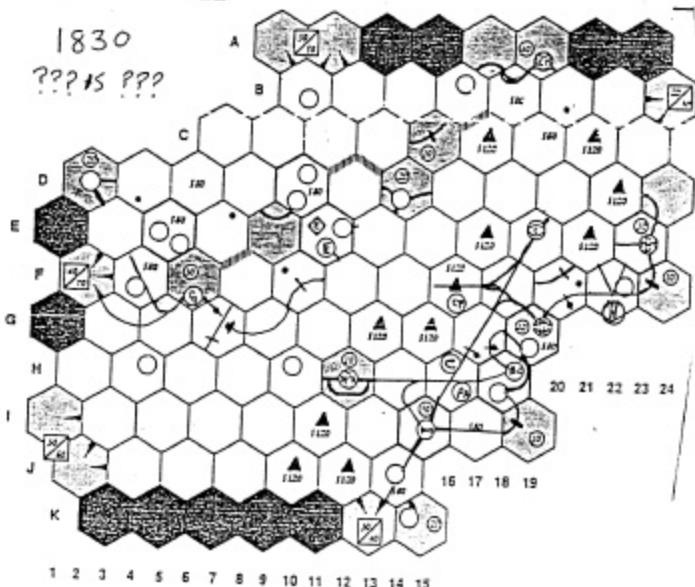
Yellow: #3(2), #4(2), #7(3), #8(6), #9(5), #55(1), #56(1), #57(1), #58(1)
 Green: #14(2), #15(1), #16(1), #18(1), #19(1), #20(1), #23(3), #24(3), #25(1), #26(1), #27(0), #28(0), #29(1), #53(1), #54(1), #59(1)

Yellow: #3(2), #4(2), #7(3), #8(6), #9(5), #55(1), #56(1), #57(0), #58(1)
 Green: #14(2), #15(1), #16(1), #18(1), #19(1), #20(1), #23(3), #24(3), #25(1), #26(1), #27(0), #28(0), #29(1), #59(1)
 Brown: #39(1), #40(1), #41(2), #42(2), #43(2), #44(1), #45(1), #46(2), #47(1), #61(1), #62(1), #63(3), #64(1), #66(1), #67(1), #68(1), #70(1)

Press:

(Railroad Times) Analysts admit that the Penn Central business plan, which can roughly be described as "run the locomotive off the cliff fast enough, and it just might fly," has been known to succeed in the past. But never when several corporations have tried it at once. We expect a large pile of twisted steel at the bottom of the cliff.

Next time.... Should I not receive orders from Dan Farrow, one set of orders from those who send in standby orders (default to Bolduc if no one applies) shall take over his position for the remainder of the game. I would like to have orders for Operating Rounds #6.2 and #6.3 next time. Please send in general intentions and alternative tile orders as "6" trains are expected to be coming. The round will be halted should a diesel be purchased.





Wardelmann** \$372 4GT, 2LPS, 1CPR, 4CGR, 1THB (priority)
 Farrow** \$415 6THB*, 6BBG*
 Zieske \$89 6GT*, 2CGR
 Chinnery \$20 2CPR, 7CGR
 Quiet \$1 5LPS*, 7CGR*, 1THB
 Butitta \$22 5CPR*, 5TGB*

COMPANY STATUS

Name	Pres	Value	Pool	IO	Par	Treas	Trains	Tokens
GT	PZ	C225	0	-	n/a	\$67	5	1
LPS	MQ	E125	3	-	n/a	\$91	5	0 tunnel
CPR	JB	E110	2	-	n/a	\$302	6	0
THB	DF	A110	0	2	100	\$667	5	0
CGR	DC	B100	0	-	n/a	\$62	D	3 both
BBG	DF	A100	0	4	100	\$1000	-	3
TGB	JB	C80	1	4	90	\$900	-	2

OPERATING ROUND 7

GT: Lays tile #8 in N9(nw) (downgrade of small station). Runs Q8-P9-N11-L13-L11 (\$280). Pays dividends (PZ+168, WW+112); price to C250. Buys no train. (Has \$67)

LPS: Lays tile #56 in E18(ne). Runs B13-C14-F15-F17-D17 (\$240). Pays dividends. (MQ+120, WW+48, LPS+72); price to D150. Buys no train. (\$91 + 72 = \$163)

CPR: Lays tile #57 in G12(se). Runs Q8-P9-N11-M4-N3-O2 (\$530). Pays dividends (JB+165, DC+66, WW+33, CPR+66); price to E125. Buys no train. (\$302 + 66 = \$368)

THB: Lays tile #8 in K14(sw) for \$40. Runs Q8-P9-N11-L13-L15 (\$280). Pays dividend (DF+168, MQ+28, WW+28); price to A125. Buys no train. (\$667 - 40 = \$627)

CGR: Lays tile #1 in M10(se). Runs Q8-P9-N11-M4-N3-O2. (\$530)
 Withholds earnings; price falls to B90. Buys no train. (\$62 + 330 = \$39)

BBG: Places initial token in J15. Lays tile #5 in J15(ne). No train, so no run, so no dividends; price falls to A90. Buys 6-train. (\$1000 - 700 = \$300)

TGB: Places initial token in K8. Lays tile #8 in J7(sw). No train, so no run, so no dividends; price falls to C75. Buys 6-train from CPR for \$900. (\$900 - 900 = \$0; CPR has \$1268)

OPERATING ROUND 7.2

GT: Lays no tile. Runs Q8-P9-N11-L13-L11 (\$280). Pays dividends (PZ+168, WW+112); price to C275. Buys no train. (Has \$67)

LPS: Lays tile #19 in H13(n). Runs B13-C14-F15-F17-D17 (\$240). Pays dividends. (MQ+120, WW+48, LPS+72); price to D175. Buys no train. (\$163 + 72 = \$235)

CPR: Lays tile #8 in F11(se). No train, so no run, so no income; price falls to E110. Buys diesel. (\$1268 - 1100 = \$168)

THB: Lays tile #15 in J15(se). Runs Q8-P9-N11-L13-L15 (\$280). Pays dividends (DF+168, MQ+28, WW+28); price to A150. Buys 6-train from BBG for \$627. (\$627 - 627 = \$0; BBG: \$927)

CGR: Lays tile #25 in K14(se). Runs Q8-P9-N11-M4-N3-O2. (\$530) Withholds earnings; price falls to B80. Buys no train. (\$392 + 330 = \$722)

BBG: Lays tile #57 in J13(se). Token in L15 (-\$40). No train, so no run, so no dividends; price falls to A80. Buys diesel with \$213 contribution from DF. (\$300 + 627 - 40 + 213 - 1100 = \$0)

TGB: Lays tile #57 in I8(ne). Runs Q8-P9-N11-K7-I8. (\$230) Pays dividends 3+115; TGB+23; price rises to C80. Buys no train. (\$0 + 23 = \$23)

OPERATING ROUND 7.3

GT: Lays no tile. Runs Q8-P9-N11-L13-L11 (\$280). Pays dividends (PZ+163, WW+112); price to B300. Buys no train. (Has \$67)

LPS: Lays tile #14 in H15(s). Runs B13t-C14-F15-F17-D17 (\$240). Retains earnings; price to D150. Buys no train. (\$235 + 240 = \$475)

THB: Lays tile #15 in J13(n). Runs L15-L13-N11-M4-N3-O2 (\$330) & L15-N17-O16-O18-P19 (\$220). Pays dividends (DF+330, MQ+55, WW+55); price to A175. Buys no train. (\$0)

CPR: Lays tile #8 in Q8(sw). Runs O2-N3-M4-N11-P9-Q8 (\$330). Pays dividends (JB+165, DC+66, WW+33, CPR+66); price to E125. Buys no train. (\$168 + 66 = \$234)

TGB: Lays tile #8 in H9(ne). Runs Q8-P9-N11-K7-I8-F9 (\$330). Pays dividends (JB+135, TGB+27); price rises to C90. Buys no train (\$23 + 27 = \$50).

CGR: Lays tile #9 in L11(ne). Runs P19b-C18-O16-N17-L15-J15-J13-I12-J11-I12 (\$410). Pays dividends (MQ+144, DC+144, WW+82, PZ+41); price to B90. Buys 5 train from LPS. (\$722 - 550 = \$172; LPS to \$1025)

BBG: Lays tile #63 in J15. Runs P19-O18-O16-N17-L15-J15-J13-I12-J11 (\$350). Pays dividends (DF+210); price rises to A90. Buys no train. (\$0)

PLAYER HOLDINGS: (* = president; ** = at cert. limit of 10)

Worleimann**	\$1063	4GT, 2LPS, 1CPR, 4CGR, 1THB [priority]
Farrow**	\$1078	6THB*, 6BBG*
Zieske	\$634	6GT*, 2CGR
Chinnery	\$296	2CPR, 7CGR
Quiet	\$496	5LPS*, 7CGR*, 1THB
Butitta	\$602	5CPR*, 5TGB*

COMPANY STATUS

Name	Pres	Value	Pool	IO	Par	Treas	Trains	Tokens
GT	PZ	B300	0	-	n/a	\$67	5	1
THB	DF	A175	0	2	100	\$0	56	0
LPS	MQ	D150	3	-	n/a	\$1025	-	0 tunnel
CPR	JB	E125	2	-	n/a	\$234	D	0
TGB	JB	C90	1	4	90	\$50	6	2
CGR	DC	B90	0	-	n/a	\$172	5D	3 both
BBG	DF	A90	0	4	100	\$0	D	2

The bank has \$6,283.

TRAINS AVAILABLE: Diesels. Train limit is 2, except 3 for CGR.

TILES:

Yellow: 2,3(3),4(3),5(1),6(1),7(4),8(5),9(7),55,57(1),58(3),69;
 Green: 14(1),15(2),16,17,18,20,23(3),24(2),26,27,28,29,59(2);
 Brown: 40,41(3),42(3),43(2),44,45(2),46(2),47(2),63(2),65,68,70

BOARD: B15:7ne B19:57sw C14:125(LPS) C18:9ne D13:8sw D15:9nw D17:63(CGR)
 E14:9sw E16:24se E18:56ne F11:8se F15:126(CGR,LPS) F17:125 G8:8sw G12:57se
 G16:8ne H9:8ne H13:19n H15:14w I8:57ne I10:7s I12:64n(CPRaw-n) J7:8sw
 J11:5nw(CGR) J13:15n J15:63(BBG) K8:6ne(TGB) K14:25se L7:8sw L11:9ne
 L13:14e(THB,GT) L15:123(CGR,THB) M2:7se M4:127(CPR) M6:9s M8:23se M10:1se
 M12:9ne M16:24nw N3:14sw(CPR) N9:8nw N11:124(CGR,GT,CPR) N15:39nw N17:66sw
 O10:9sw O16:15nw(CGR) O18:125(CGR) P9:125(GT)

Due next time: SR8 and, unless a railroad changes presidents, OR8.1. Looks like the game will end with the next set of operating rounds, assuming those big diesel runs keep getting bigger. Chuck would like your orders (and some indication of your intentions) by 3 Sep 97.

1870

JAMES WEST PLAYERS WIMP OUT!

OR 8.1 ONLY



ERRATA: There are no #63 tiles left. Quist has \$76. Chinnery has \$8

PLAYER STATUS

Zieske \$10, 6 FW(Pres), 1 GM&O <Priority>
 Wordelmann \$13, 7 SLSF(Pres), 1 GM&O, 1 IC, 1 FW
 Quist \$76, 7 KATY (Pres), 3 IC(VP)
 Hanna \$21, 7 AT&SF(Pres), 7 GM&O(Pres), 1 IC, 3 MP(VP)
 Farrow \$30, 6 MP(Pres), 6 T&P(Pres)
 Chinnery \$80, 4 IC(Pres), 6 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Debt
SLSF	E120	0	3	\$100	\$147	34	0	E12, H13c, (1,D)	M22
MP	A120	0	0	\$90	\$516	33	1	C18(2,D)	J5
GM&O	D100	0	0	\$72	\$656	4	1	M20, K16, (C18)	--
FW	A100	3	0	\$100	\$696	4	0	J3, F5(D)	A2
KATY	F90	0	0	\$68	\$26	3	1	B11, H13(1D)	N1
IC	E90	0	0	\$76	\$237	35	1	K16, M20op (A22)	--
T&P	B90	4	0	\$90	\$900	--	0	(2D)	N17
CB	D72	3	0	\$82	\$414	4	1	H17(1,D)	J3
AT&SF	F40	0	0	\$68	\$100	34	0	B9, B11(1,D)	N1

OR 8.1 (*doubled)

SLSF: Lay Tile #9 in H15(e) & #9 in I18(nw). Play Token in H17 <-\$100>. Run B11-E12-H13c (\$140) & E12-H13c-H17 (\$130). Pay dividends (WW +\$189); price soars to E140.

MP: Lay Tile #8 in C16(w) <-\$40> & #9 in B15(se). Run C18-B19-A22 (\$120) & H17-C18-A22 (\$140). Pay dividends (DF +\$156, CH +\$78, MP +\$26); price moves to A140.

GM&O: Lay Tile #8 in M18(e) & L17(nw). Run A22-B19-C18* (\$170). Pay dividends (CH +\$119, GM&O +\$17, PZ +\$17, WW +\$17); price goes to D110.

FW: Lay Tile #24 in E6(sw). Run J5-J3-F5-B11 (\$110). Pay dividends (PZ +\$66, FW +\$33, WW +\$11); price moves to A110.

KATY: Lay #9 in K8(w) & #9 in K6(w). Run B11-E12-H13 (\$130). Withhold dividends, so price slips to F82.

IC: Lay #24 in I16(ne). Run M22-M20p-K16-H17 (\$160) & H17-C18-A22* (\$190). Withhold dividends. Price slips to E82.

T&P: Place initial Token in J5. Lay Tile #14 in J5(sw). No train so no run. Price slips to B82. Buy 5-train from Bank and 3-train from MP for \$449 (\$900-450-409 = \$1).

CB: Lay Tile #8 in J15(ne) <-\$60>. Run K16-H17-C18-A22 (\$180). Pay dividends (DC +\$108, CB +\$72), so price returns to D76.

AT&SF: Lay Tile #14 in F5(se). Run B7-B9-B11 (\$100) & E12-B11-F5-J3 (\$150). Withhold. Price retreats to F30.

Due next are orders for ORs 8.2-3. Note shortage of #8 tiles. We'll stop if a 6-train is bought. Zieske has the priority.

PLAYER STATUS

Zieske \$99, 6 FW(Pres), 1 GM&O <Priority>
 Wordelmann \$230, 7 SLSF(Pres), 1 GM&O, 1 IC, 1 FW
 Quist \$76, 7 KATY (Pres), 3 IC(VP)
 Hanna \$218, 7 AT&SF(Pres), 7 GM&O(Pres), 1 IC, 3 MP(VP)
 Farrow \$186, 6 MP(Pres), 6 T&P(Pres)
 Chinnery \$188, 4 IC(Pres), 6 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

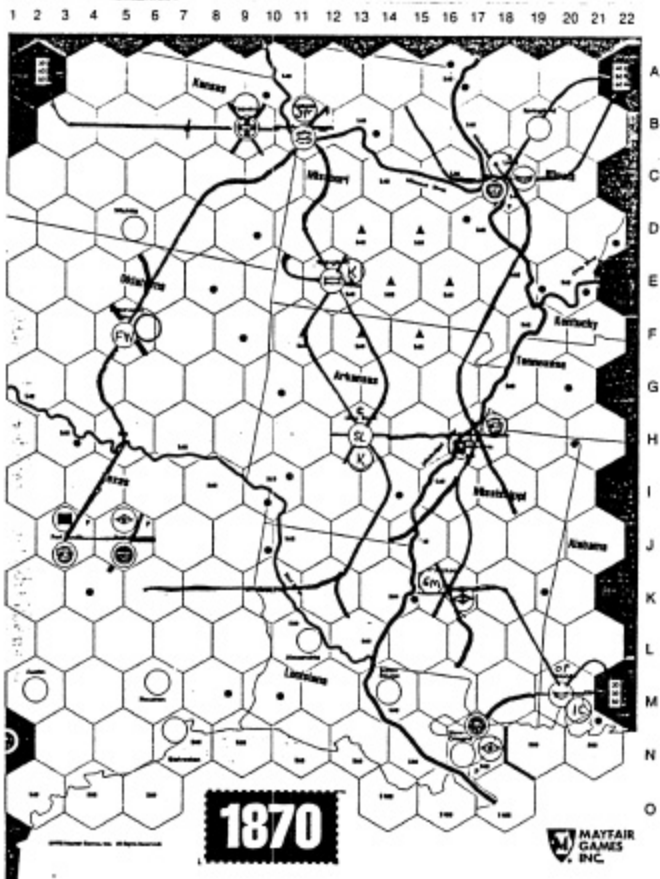
CORPORATION STATUS

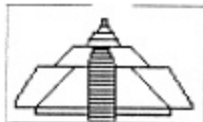
Corp	Value	IO	Pool	Per	Cash	Trains	Shares	Tokens	Dest
SLSF	E140	0	3	\$100	\$47	34	0	E12,H13c,H17(D)	M22
MP	A140	0	0	\$90	\$502	3	1	C18(2,D)	J5
GM&C	D110	0	0	\$72	\$673	4	1	M20,K16,(C18)	--
FW	A110	3	0	\$100	\$729	4	0	J3,F5(D)	A2
KATY	F82	0	0	\$68	\$156	3	1	B11,H13(1D)	N1
IC	E82	0	0	\$76	\$537	35	1	K16,M20op (A22)	--
T&P	B82	4	0	\$90	\$1	35	0	J5(1,D)	N17
CB	D76	3	0	\$82	\$426	4	1	H17(1,D)	J3
AT&SF	F30	0	0	\$68	\$350	34	0	B9,B11(1,D)	N1

TRAINS AVAILABLE: 55666888.10.10.12...

The Bank has \$7,538.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(5), #5(1), #6(2), #7(7), #8(3), #9(7), #14(2), #15(3), #16(2), #17(2), #18(2), #19(2), #20(2), #23(4), #24(2), #25(2), #26(2), #27(2), #28(2), #29(2), #39(1), #40(2), #41(3), #42(3), #43(2), #44(1), #45(2), #46(2), #47(2), #55(1), #56(1), #57(4), #58(3), #69(1), #70(2), #141(2), #142(2), #143(1), #144(1), #145(2), #146(2), #147(2), #170(2)

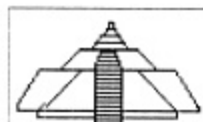




ADY CIVILIZATION

Make Me A Deal?

Turns 12.9-.12



TURN XII

12.9: TRADING

Babylon trades Iron, Timber & _____ to Thrace for Cloth, Grain & _____.
Babylon trades Silver, Grain & _____ to Africa for Bronze, Spice & _____.

12.10: CALAMITY RESOLUTION:

Volcano/Earthquake: Africa destroys Syracuse.

Treachery: Illyria reduces _____.

Famine: Africa uses 3 Grain and POTTERY to avoid effects, assigns Egypt 8 losses, Thrace 6, and Crete 6.

12.11: ACQUIRE CIV CARDS:

Africa must discard two cards.

Babylon buys DRAMA & POETRY (60) for 3 Cloth (45), 1 Spice (7) & 8t. Must discard another card.

Crete buys CLOTHMAKING (45) for 1 Hides (1), 1 Ochre (1), 2 Papyrus (8), 1 Timber (3), 2 Oil (16), 1 Cloth (5), 1t, and 10 credit.

Egypt discards 1 Hides and 2 Papyrus. Must discard another c.

Thrace buys POTTERY (45) for 2 Ochre (4), 3 Timber (27), 10 credit, and 4t.

12.12: ADJUST AST:

Iberia advances to 1600 BC. Africa, Assyria, Babylonia, & Illyria don't advance. Crete and Thrace to 800 BC, and Egypt to 1000 BC.

DUE NEXT TIME: Resolve Turn 12 secondary Calamities and get Trade hands down to 8 cards. Turn 15 Taxation through Trade phases. Remember, you only have 47 tokens in play.

THE BOARD (effects of Treachery and Famine not included)

AFRICA (Nast): C @ Carthage, Cirta, Cyrene, Palermo, Thapsis, Tripoli; S @ Corbuba, Ionia, Syracuse; 2T @ Corbuba, Cyrenaica, Samnium, Tunisia, W Mauritania; 1T @ Balaeres, Campania, E Mauritania, Ionia, Jalo, Libya, New Africa, Numidia, Sahara, Tripolitania. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING.

ASSYRIA (Deb Osborne): C @ Ankara, Antioch, Gordium, Kanesh, Medis, Miletus, Salamis, Sinope. 1S @ Antioch, Sinope. 3T @ Armenia, Van; 2T @ Bithynia, Cyprus; 1T @ Cappadocia, Cilicia, Galatia, Kuban, Lycia, Mikop, Nalchik, Phrygia. MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT.

BABYLON (Anderson): C @ Babylon, Carrhae, Charax, Petra, Sidon, Susa, Ur; 3T @ Syria; 2T @ Babylonia, Chaldaea, Damascus, Mari, Parthia, Phoenicia, Sumeria; 1T @ Arabia, Tyre. COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY.

BARBARIANS (Nar): 5T @ Danubia; 2T @ Aquitania, Pyrenees; 1T @ Hispania, Tarraconensis.

CRETE (Boyum): C @ Eretria, Rhodes, Phaestus, Sparta; 1S @ Pannonia, Thrace; 3T @ Knossos; 2T @ Chalcis, Dalmatia, Delphi, Pannonia, Thrace; 1T @ Athens, Argos, Corinth, Dacia, Epirus, Macedonia. METALWORKING, MYSTICISM, POTTERY.

EGYPT (Ringhoffer): C @ Buhen, Jerusalem, Sardinia, Siwa, Thebes, U Egypt. 1S @ Subrata; 4T @ Fayum; 3T @ Alexandria, Tanis; 2T @ Memphis, Ptolemais, Subrata, Tyre, W Desert; 1T @ E Desert, Gaza, Nubia, Sinai. MYSTICISM, METALWORKING, ASTRONOMY.

IBERIA (Farrow): C @ Massilia, Narbo; 1S @ Narbo, Campania; 2T @ Etruria, L Germany; 1T @ Campania, Corinth. CLOTHMAKING, POTTERY.

ILLYRIA (Bryden): C @ Appollonia, Ithaca, Rome, Tarentum; 3S @ Tarentum; 1S @ Aquitania; 5T @ Belgica, Germany, Pannonia, Rubicon; 2T @ Illyricum; 1T @ Aquitania, Britannia, Cisalpine, Gaul, Londinium, Neapolis, Rhine, U Germany. DRAMA & POETRY.

THRACE (Zieake): C @ Byzantium, Sardinia, Thera, Thessalonica, Troy; 1S @ Byzantium, Moesia, Thrace; 3T @ Scythia; 2T @ Ionia & Moesia; 1T @ Carlsia, Corsica, Crimea, Dacia, Leabos. DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY.

PRESS:

Africa needs Wine, Grain, Silver.

YOUR CARDS ARE:



1997 HOBBY AWARDS

The following have been nominated by the Hobby Awards Committee. The Committee consists of Melinda Holley (Chairperson), Gary Benhen, Fred Davis, Manus Hand, Robert Lesco, David McCrumb, Brad Wilson, and Andrew York.

Don Miller Award (Hobby Service)

James Burgess - Zine Publisher and US Director of ISO
 Paul Kenny - Zine Publisher and US Orphan Service Director
 Doug Kent - Zine Publisher and PDORA Chairman
 Michael Lowrey - Zine Publisher and Zine Register Publisher
 Andrew York - BNC & Publisher of Pointveda

Rod Walker Award (Literature)

Stephen Agar - "Driving a Juggernaut" (Diplomacy World #78)
 Brian Cannon - "Caurion - Used & Abused/Part II (Diplomacy World #79)
 Mark Fassio - "Bait & Switch Diplomacy" (Diplomacy World #80)
 Larry Peery - "Open Your Dots and Say Aah" (Diplomacy World #78)
 Conrad von Metzke - "By a Whisker" (Diplomacy World #80)

Fred Hyatt Award (Best GM)

Robert Acheson
 Andy Lischett
 Conrad von Metzke
 Andrew York
 Eric Young

John Koning Award (Best Player)

Teresa Armstrong
 Frank Easton
 Michael Gonsalves
 Doug Kent
 Andrew York

Signed _____

Votes will be accepted through September 20, 1997. Please return ballots to: Melinda Holley, 1823 Enslo Blvd., Huntington WV 25701.



DUNE

Raid on HRS!



TURN 10

ERRATA: H bought back a token but last time but neither was charged nor received it.

THE CAST

ATREIDES (Fisher KH, 2L, 24S, 3C, 10T @ Arrakeen, 6T @ Ceilago North(s3).
 EMPEROR (Deb Osborne): 58S, 3C, 6T & 3* @ Habbanya Ridge Sitch, 2T & 2* @ Polar Sink, 5T @ Meridian(s2).
 FREMEN (Anderson): 8S, 4C, 1T & 3* @ Sitch Tabr, 3T @ Habbanya Erg(s16).
 GUILD (Wilson): 74S, 3C, 6T @ Tuck's Sitch, 4T @ Polar Sink.
 HARKONNEN (Bryden): 19S, 8C, 5L, 8T @ Carthag, 1T @ False Wall East (s??), 3T @ Wind Pass North.
 IX (Narhi): 63S, 4C, 10T @ Great Flat, 5T @ Shield Wall.
 TANKS: 2A, 13F, 4G, 5H: Lady J, B Raban, G Halleck, Colonel, Count Fenring, Jamis, Guild Rep.

TURN 10

1. The STORM moves from Sector 13 to Sector 15 wasting 10 Ixians in the Great Flat.
2. SPICE BLOW: Funeral Plain(6) and Minor Erg(8) have spice blows. Funeral Plain is under storm so that spice is lost. Habbanya Erg still has 2S.
3. BIDDING: There are 3 cards available.
 A bids 8S, gets _____ (8S to E)
 No bids on 2nd card so round is over.
4. REVIVAL: A revives 2T and plays "Ghola" to revive Guerny Halleck. F revives 3. G revives 3T (-4S). H revives 3T (-2S) I revives 2T.
5. SHIPMENT: A ships 1T to Habbanya Ridge Sitch (-1S to G). G ships 4T to Polar Sink (-4S).
6. MOVEMENT: A moves 6T Ceilago North to False Wall West(s17). H moves 3T Wind Pass North to Minor Erg(s8).
7. COMBAT: Emperor (@) vs Atreides in Habbanya Ridge Sitch. Atreides scores out E's weapon (???)

Due next time are orders for any voluntary actions from Turn 10 Combat to Turn 11 Bidding. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 15S, 3C, 10T @ Arrakeen, 6T @ False Wall West(s17), 1T @ Habbanya Ridge Sitch.
 EMPEROR (Deb Osborne): 66S, 3C, 6T & 3* @ Habbanya Ridge Sitch, 2T & 2* @ Polar Sink, 5T @ Meridian(s2).
 FREMEN (Anderson): 8S, 4C, 1T & 3* @ Sitch Tabr, 3T @ Habbanya Erg(s16).
 GUILD (Wilson): 67S, 3C, 6T @ Tuck's Sitch, 8T @ Polar Sink.
 HARKONNEN (Bryden): 17S, 8C, 5L, 8T @ Carthag, 1T @ False Wall East (s??), 3T @ Minor Erg(s8).
 IX (Narhi): 63S, 4C, 5T Shield Wall.
 TANKS: 10F, 1G, 2H, 8I: Lady J, B Raban, Colonel, Count Fenring, Jamis, Guild Rep.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = Ix, KH = Kwitzach Haderach, L = leaders, S = spice, s# = sector #, T = token.

PRESS:

Too long has Arrakis felt the tread of off-worlders heavy war-boots. No longer will we tolerate the invasion of our world. Let this be a warning to all that House Atreides will defend the planet against all attackers and Arrakis will be free.



BRITANNIA

Turn 15

1035-1070 AD



The Cast:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Chuck Hanna
RED: David Anderson

Dubliners removed 1A @ Dyfed. Canute departs alone.

The Board:

PICTS (2.5): 1A @ Alban, Caithness, Dalraida, Mar, Moray.
CALEDONIANS (1): 2A @ Orkneys.
IRISH (0.5): 3A @ Powys; 1A @ Clwyd.
SCOTS (0): 3A @ Dunedin; 2A @ Lothian, 1A @ Strathclyde.
NORSEMEN (0): 2A @ Cheshire; 1A @ Skye.
DUBLINERS (2): 2A @ Avalon, Cumbria, Dyfed.
DANES (1): 3A @ Downlands, York; 2A @ Bernicia; 1A @ Essex, Kent, Lindsey, Norfolk.
N Mercia, S Mercia, Suffolk, Sussex, Wessex.
NORWEGIANS: Harald, 10A @ North.
SAXONS (2): 2A @ Gwent; 1A @ Cornwall, Devon; Harold ???
ANGLES (2): 4A @ Pennines; 1A @ Hwicce, Merc
NORMANS: William, 6A, 4C @ Channel

Score: Green 101.5, Red 71.5, Blue 68, Purple 62.

Turn 15

Danes are King (+4 VP), add 1A @ N Mercia.

PICTS (2.5): Grow 2.5 Pop Pts. Add 1A @ Dalraida.
CALEDONIANS (1): Grow 0.5 Pop Pt. Hold.
IRISH (0.5): Grow 1 Pop Pt. 2A Clwyd-Gwynedd.
SCOTS (0): Grow 2.5 Pop pts. Hold.
NORSEMEN (0): Grow 1.5 Pop pt. 2A Chester-Clwyd. Score 0.5 tourist VP.
DUBLINERS (2): Grow 3 Pop pts. Add 1A @ Avalon. 1A Avalon-Wessex (6:2 -1 Dane).
DANES (1): Grow 10 Pop pts. Only 1 left in force pool, so add 1A @ Essex. Move 1A N Mercia-Lindsey.
NORWEGIANS: 1st Wave: Harald, 6A @ North-York (6.6,5+1.4+1.4+1.3:6.5,3 -3 Danes, -2 Norwegians), 2A North-York-N Mercia (3.1:6: 6:5 -2 Norwegians, -1 Dane), 1A North-York-March (3:4 1 Angle r-Hwicce), 1A North-York-Cheshire. 2nd Wave: 4A, L York-Bernicia (5+1,3,3,2:5,2: 4+1,1,1,4 -2 Danes, -1 Norwegian), 1A Cheshire-March-N Mercia. Score 12 VP.
SAXONS (2): Grow 2 Pop pts. Add 1A, L @ Gwent. 2A, L Gwent-Dyfed (6+1,1:2,2: 3+1,3:3: 5+1,5+1:6 -2 Dubliners, -1 Saxon).
ANGLES (2): Grow 1.5 Pop pts. Add 1A @ Hwicce, 3A Hwicce-N Mercia (6.6,6:6 -1 Angle, 1 Norwegian), 2A Pennines-Cheshire.
NORMANS: 1st Wave: 2A Channel-Wessex (3,2,5: 4,6 -2 Normans), 2A Channel-Sussex (6,3:2 -1 Dane), 2A Channel-Kent (2,2:6: 2,4: 2,2: 1,2: 3,4: 6:6 -2 Normans, 1 Dane), William, 2C Channel-Sussex-Essex (4+1,1:6,1: 3+1:1 -1 Cav, 2 Danes), 2C Channel-Wessex-Avalon (6,1:5: 6,6:4 -2 Dubliners). 2nd Wave: 1C Avalon-Hwicce, 1C Avalon-Wessex (2,5: 3,4: 3:1: 2,2: 6:4 -1 Dubliner), 1A Sussex-Kent (6,3 -1 Dane), 1C Essex-S Mercia (4:1 -1 Dane), 1A Sussex-Essex. Score 15 VP.

Score: Green 105.5, Blue 78, Purple 74.5, Red 72.

Due next time are orders for Turn 16.

The Board:

PICTS (2): 1A @ Alban, Caithness, Dalraida, Mar, Morsy.
CALEDONIANS (1): 2A @ Orkneys.
IRISH (1.5): 2A @ Gwynedd, Powys.
SCOTS (2.5): 3A @ Dunedin; 2A @ Lothian, 1A @ Strathclyde.
NORSEMEN (1.5): 2A @ Clwyd; 1A @ Skye.
DUBLINERS (2): 2A @ Cumbria.
DANES (2): 3A @ Downlands; 2A @ Lindsey; 1A @ Norfolk, Suffolk.
NORWEGIANS: Harald, 3A @ Bernicia; 1A @ March.
SAXONS (0.5): 1A, Harold @ Dyfed; 1A @ Cornwall, Devon, Gwent.
ANGLES (2): 2A @ Cheshire, N Mercia, Pennines.
NORMANS: William, 1A @ Essex; 1C @ Hwicce, S Mercia, Wessex; 1A @ Kent.



MAGIC REALM

Bennie Dumps GOLD Magic!!!
Willie LOOTS!!!!
EVENING 25 / DAY 26



THE CAST:

Dave Anderson:	Bennie the Berserker
John Butitta:	Willie the Pilgrim
Marcel Carbonneau:	Amber Rose the Amazon (deceased)
Don Chinnery:	Razi the (optional) Wizard (deceased)
Dan Farrow:	Simplomo the Sorcerer (aka Misty, deceased)
Dan Osborne:	Smaug of the Dark Helmet, a Black Knight
Debbie Osborne:	Thorn of the Grotto, an Amazon (deceased)
	Sylvan the (optional) Druid (deceased)

EVENING 25

No action.

MONSTER ROLL = 5

DAY 26

Bennie @ Cr5: M Cr2, M Cr2, drop Flowers of Rest, M Cr5 MCr5. Reveal Flutter 2, Patter 2, Patter 5, Cairns 5, Roar 6.
Willie @ BL6: S(Locate 4, 4 = chits), S(Loot 5.3 = _____). Reveal Smoke C, Hoard 5.
Smaug & Robin @ Inn: H(5, 2 = y), H, H, H

MONSTER ROLL = 6

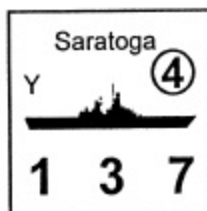
COMBAT: Smaug and the Rogues (4) swap Berserker jokes all night.

Due next time are orders for Evening 26 and Day 27. The game ends Evening 28.

DEAD PILE: Ralph, Roger & Racul. Ponies BHC & B2-B5. H dragon, two H flying dragons, three H spiders, one T spider, three bats, two axe-goblins, TF dragon.

BOARD NOTES:

Nut Woods, Cliff, and Cavea are enchanted. One bat is at DW1; two bats are at Cl6. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. The Altar is at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Ca6; a short sword, helmet, and breastplate are at Ca4 and Cr5. There is a T dragon at Cl2. The Hoard is at BL6. The Small Campfire, the Woodfolk, & the Bashkars are at NW5. Cr5 has the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP3 with the Vault, the Lair and a T dragon. The Shrine & a six-pack of spear goblins is at HP4. The Statue is at Cn2. A giant is at Cr6. Four axe-goblins are in HP5. The Flowers of Rest (GOLD, rest all *, lose rest of turn) are at Cr2.



Victory in the Pacific Players Wanted!

AREA sanctioned Play by E-mail (PBEM)
ladder begins August 9th! For more info,
contact John Pack; jpack@sisna.com;
(801) 523-0571; 1216 East Tamara St.;
Sandy, UT 84094; USA.

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(Exp #32E)

(Exp 41E)

 DEADLINE FOR MOST GAMES IS 1200 NOON CENTRAL TIME 6 SEP 97

THE BOTTOM LINE

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 208 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$12 in Canada, and \$18 overseas) or \$1 by E-mail. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (850) 863-9081 or PRBOLDUC@AOL.COM. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball or old-time TV, and recognise your voice, you may get to talk to a real human, so don't hang up upon hearing Ms Nar's recorded message

BORIS THE SPIDER
c/o 203 Devon Ct
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FIRST CLASS MAIL

SCHEDULE OF EVENTS

please help
publicize - thanks!

DHed

Friday, May 22, 1998

10:00 to 5:00 Open Gaming (For early arrivals)
5:00 to 6:00 Registration and Check-In
6:00 to 12:00 Diplomacy Round One
Titan/1830/Acquire Events Begin
Ancient and Naval Miniatures Events

Saturday, May 23, 1998

9:30 to 5:00 Diplomacy Round Two (Doubles as Team Tournament)
History of the World Event Begins
5:00 to 6:00 Catered Supper
6:00 to 12:00 Diplomacy Round Three
Variant Diplomacy Event (Colonial and Machiavelli)
Magic Tournament (at Cerebral Hobbies)
American Civil War Miniatures Event

Sunday, May 24, 1998

8:30 to 9:30 Dipcon Society/WDC Meeting
9:30 to 6:00 Diplomacy Round Four (Ends between 4:00 and 6:00)
Final Boards - Titan, Acquire and 1830 Events
Advanced Civilization Event Begins
6:00 to Whenever Open Gaming

Notes:

- Dip games have no set ending time except for Round Four, which ends at a time between 4:00 and 6:00 known to the GM but not the players.
- You must play at least two Dip rounds to be eligible for awards. The scoring system to be used will be outlined in a later Newsletter.
- Titan, Acquire and 1830 events consist of unlimited qualifying rounds for a final board on Sunday. Other event formats are TBA.
- Travel: fly into Raleigh-Durham International, we will provide free shuttles from there and the train station. Directions for driving to Carmichael Hall, the site of the Con, will be sent to registrants.
- Fees: \$15 to register for all events, \$15 per night to stay in the dorm per person to share a room (double if you don't want to). Overseas folks will play and stay for free.
- Participants: Over the years DixieCon has had participants from 26 states and provinces, and 5 other countries. The 1990 WDC included players from France, Britain, Austria and Australia.

Newsletter #2 ON World DipCon VIII

DixieCon XII Chapel Hill, North Carolina May 22-24, 1998

The Carolina Amateur Diplomats will again host World Dipcon in Chapel Hill, North Carolina, in conjunction with the regional gaming convention DixieCon. World DipCon is the World Diplomacy Championships, a yearly tournament which rotates around the world. DixieCon was the World DipCon site in 1990, when the event drew the largest field of Diplomacy players in North America since 1983. It also hosted the North American Championships in 1994. This year's event promises to be another outstanding Diplomacy tournament as participants from around North America and beyond travel to Dixie for the chance to become the 1998 World Diplomacy Champion.

Of course, World DipCon isn't just about playing Dip with the best players in the world. It's also about meeting hobbyists for the first time, seeing old friends, and partaking of the many side-events, including past DixieCon favorites such as Titan, 1830, History of the World, Miniatures, Diplomacy variants, and others, both in tournament and open-gaming formats.

Below is a list of DixieCon/World DipCon/DipCon staff members, and the functions they are likely to perform. Early registrants will receive future DipCon Newsletters as they are published, with information such as tournament schedules, expected participants, scoring systems, travel aids, and other news on the upcoming event. **Contact David Hood now to put your name on that mailing list.**

Tournament Staff

DipCon Committee

David Hood	Chairman and Tournament Director
Michael Lowrey	Vice-Chairman and Assistant GM
Dan Mathias	1830 GM and Assistant Diplomacy GM

DixieCon XII Committee

Steve Nicewarner	Chairman and Non-Diplomacy Events Director
Steve Koehler	Diplomacy Variant Events GM
Hal Hood	Miniatures Events Coordinator
Dan Mathias	1830 GM and Assistant Diplomacy GM
Steve Cooley	Publicity/West Coast
Manus Hand	Publicity/Email
Larry Peery	Publicity/International
Jim Burgess	Publicity/Northeast
Jamie McQuinn	Publicity/Midwest
Roland Isaksson	World DipCon Liaison and Special Assistant

Don't Miss This Exciting Event!

**Contact David Hood at 2905 20th Street NE, Hickory, NC, 28601
david_hood@W3link.com**